

A Story of Stories

By Sharang Biswas, with Special Thanks to Shaun Akhtar

The party has been sucked into a magical book and can't get out! They'll have to traverse the various chapters to find artefacts that will help them undo the book's binding and escape. As GM, you decide how many artefacts they need and where they will be placed. Each chapter comes with a specific goal the PCs must achieve in order to proceed to another chapter.

The party begins in a blank room seemingly made of paper, with portals inked into the walls. To determine which portal they take, roll a D10 and consult the chapters below. Once the PCs accomplish a goal, an ink portal appears near them, leading to another, randomly selected chapter.

Chapter

D10

The Blood-Red Hood i

The party finds itself in the woods where a hungry werewolf pack is stalking a little girl on her way to her grandma's lonely cottage. GOAL: The girl and her grandma must share a meal, mostly unharmed.

The Girl as White as Death ii

The PCs interrupt a heated exchange between a beautiful queen and her magic mirror, which has slowly been driving her insane. It has just told her to kill a young girl. GOAL: Convince the queen not to commit murder.

The Ladder of Locks iii

The PCs confront a prince trying to convince a woman trapped in a tall tower to let her hair down for use as a rope-ladder, a feat that will surely rip out her scalp. GOAL: Find another way for him to reach the top.

The Den of the Ursine Triad iv

The party finds itself in a den of a gang of criminal-bears where a child has fallen asleep after eating all the stockpiled food. The bears are about to arrive. GOAL: Get the girl safely out of the den.

The House of Fruit and Honey v

The PCs end up trapped in a prison-kitchen along with twins Ansel and Gretra, about to be cooked alive by a greedy witch and her food-golems. GOAL: Escape the house with the twins.

Pumpkins, Glass and Ash vi

The PCs appear in a small cottage by a maid weeping about her slipper. GOAL: Find the solitary, crystal slipper before its three resident hags do.

Low-Lifes and High Fashions vii

The PCs end up at court, where a team of illusionists aim to discredit the emperor by making his nudity appear to be fine garments. GOAL: Prevent the emperor from leaving the palace naked.

The Internal Musician viii

A warlock disguised as a musician is driving swarms of rats to destroy the town the PCs find themselves in. GOAL: Stop the rat infestation.

Trans-frog-rifted ix

The PCs must adjudicate the fate of a princess who claims to be a frog, and a frog who claims to be a prince. GOAL: Decide which one is lying, and prove their guilt.

Rumpled Skin on Stilts x

The meet a young woman in a forest, who's cursed by a goblin wizard to lose her first child. GOAL: Find the wizard and learn its name to break the spell.

Possible Artefacts

A crystal phial with a purple liquid that dissolves binding-glue; a pair of sharp, gleaming silver scissors that never dulls; a ball of black rubber that absorbs any kind of ink; an unbreakable bone needle; a measuring stick made of a strange, white leather.

Random Encounter:
A giant book-eating bug.
Use between chapters.

